



- |    |                      |    |                                  |
|----|----------------------|----|----------------------------------|
| 1  | one inch + \hoffset  | 2  | one inch + \voffset              |
| 3  | \oddsidemargin = 0pt | 4  | \topmargin = -12pt               |
| 5  | \headheight = 12pt   | 6  | \headsep = 48pt                  |
| 7  | \textheight = 632pt  | 8  | \textwidth = 452pt               |
| 9  | \marginparsep = 0pt  | 10 | \marginparwidth = 72pt           |
| 11 | \footskip = 48pt     |    | \marginparpush = 5pt (not shown) |
|    | \hoffset = 0pt       |    | \voffset = 0pt                   |
|    | \paperwidth = 597pt  |    | \paperheight = 845pt             |

---

---

# *Discworld*

TERRY PRATCHETT

---

---

Anirudh Krishnan

Start : March 3, 2024  
Finish : September 1, 2024

# Contents

## *Rincewind Novels*

1	The Colour of Magic .....	1
2	The Light Fantastic .....	14
3	Sourcery .....	24
4	(Faust) Eric .....	37
5	Interesting Times .....	44
6	The Last Continent .....	58
7	Unseen Academicals .....	71

## *City Watch Novels*

1	Guards! Guards! .....	72
2	Men at Arms .....	87
3	Feet of Clay .....	101
4	Jingo .....	118
5	The Fifth Elephant .....	133
6	Night Watch .....	149
7	Thud! .....	163
8	Snuff .....	175

## *Death Novels*

1	Mort .....	189
2	Reaper Man .....	197
3	Soul Music .....	206

4	Hogfather .....	219
5	Thief of Time .....	231

### *Industrial Revolution Novels*

1	Moving Pictures .....	244
2	The Truth .....	256
3	Monstrous Regiment .....	269
4	Going Postal .....	281
5	Making Money .....	301
6	Raising Steam .....	317

### *Ancient Civilization Novels*

1	Pyramids .....	332
2	Small Gods .....	343

### *Witch Novels*

1	Equal Rites .....	356
2	Wyrd Sisters .....	366
3	Witches Abroad .....	380
4	Lords and Ladies .....	392
5	Maskerade .....	405
6	Carpe Jugulum .....	420

### *Young Adult Novels*

1	The Amazing Maurice and his Educated Rodents .....	438
---	--	-----

## *Series 7: Young Adult Novels*

### *Book 1: The Amazing Maurice and his Educated Rodents*

#### *Chapter 1*

##### *Maurice and the rodents try to reason with their human accomplice*

In a carriage headed to Uberwald, Maurice tries to argue with someone else that the scam they are running is ethically justifiable, since they take money away from governments who might put it to use for violent wars. The driver feels spooked by the low squeaky voices he can hear coming from the coach, even though there is only one passenger left. Eventually, a highwayman stops them in the rainy night, and asks for their bag of cash.

##### *Maurice turns the tables on a bandit who tries to waylay his coach*

The boy tells the bandit that the money is on a sack tied to the roof, just as Maurice the cat asks him to play a warning note on his flute to warn the rats. Peaches, the head rat, tells Maurice that they cannot steal the coach even if the driver has fled, and Maurice settles for stealing the bandit's horse. The boy gets down from the carriage, and takes the horse, as the bandit remains very still, waiting for the rats to scurry out of his trousers.

##### *Maurice thinks back to his sudden sentience in the garbage dump behind Unseen University*

Maurice recalls gaining sentience one day, when he looked into a puddle in the garbage dump behind Unseen University, and understood the idea of self. He then thinks about finding the rats living in the same dump also being sentient, and coming up with the idea of the rat-catching scam that uses the flute-playing boy. The party reach the outskirts of a small village, and Maurice is forced to field further questions from the rats.

*Maurice reminds the sentient rats about their long-term goal*

Maurice fends off questions from Dangerous Beans, a young albino rat that was born just after the Awakening, as the old leader Hamnpork sits back and struggles with his newfound intelligence. Maurice reminds them that their grand plan of starting a new civilization on a deserted island requires a hefty investment, and that he represents their best shot of fulfilling their dream.

*Maurice is forced to put an end to his rat-catching scam after the next town*

Peaches and Dangerous Beans make an appeal to Hamnpork to end the usual scam with this next town, and set off to find the boats for their voyage after splitting the spoils with Maurice. When the boy offers no objection to Dangerous Beans, Maurice decides to make their final scam a grand affair. Peaches sets the bandit's horse loose, since they cannot sell it in town without raising suspicion.

*Maurice and the young boy notice food rationing in the town*

At the town square, Maurice notices the townsfolk staring at him, as the boy points out how the villagers look much poorer than the architecture might suggest. They spot a notice board announcing a handsome reward for rat tails, and spot some watchmen controlling a long queue at the town's rat-house. Maurice wanders into the building, and finds food being rationed strictly for the townsfolk.

*Maurice and the boy run into some rat-catchers*

The boy plays some music for the people standing in line, as Maurice comes out of the building, to spot two rat catchers approaching with their bags of rat-tails. The rat catchers' dogs are cowed by Maurice speaking human words to them, as one of the rat-catchers drops a bundle of tails on the ground. When the boy goes to pick them up, the rat-catcher warns him about the possibility of getting the plague from the tails, and brushes off the questions about why they don't fear touching the tails themselves.

*A villager offers to purchase Maurice so that he can catch more rats*

A villager comes out of the ration house, and asks to buy Maurice off the boy. The boy refuses, and the villager reminds him that money does not mean much in the town with its food scarcity. Maurice suggests staying in town and uncovering the scam that is clearly in progress, and reassures the boy that Hamnpork can deal with the rat-catchers on his own.

*A girl in black identifies Maurice as an enchanted cat that can talk*

A girl wearing black notices the boy talking to Maurice, and asks him why he is in town. She makes up a story about the boy being a wizard's apprentice who got sick of his workplace and stole the enchanted cat on his way out. She catches Maurice talking when she spooks him by saying that the villager probably wanted to buy him for food rather than catching rats.

*Peaches and the leaders set up a base of operations underneath the town*

Peaches lights a small candle in a cellar underneath the town, as the rats gather for their debriefing. Hamnpork refuses to bother with the finer details of the plan, and leaves the organizing to Dangerous

**Beans**, who claims to have enough eyesight left to tell the candlelight from the darkness. **Darktan**, the engineer rat, points out that the town has no rats in the dark tunnels so suitable for their lifestyle.

*Darktan gives orders to the three groups of rats in the clan*

**Darktan** sends off a group of juvenile rats to urinate on the food-grain stores in the town, and turns to the group of older rats, who are tasked with stealing food from the kitchens. He then turns to the final group, consisting of the trap disposal and detection rats, who are to survey the town and get rid of as many traps as possible before the others groups can get to work.

*Peaches continues filling in her scroll of laws laid down by Dangerous Beans*

**Peaches** writes down a new edict formulated by **Dangerous Beans**, which states that rats should not kill other rats. She thinks back to how the senior rats all listened to him, now that they were in unfamiliar cognitive territory. She then goes off to find **Hamnpork** isolating himself from the other rats, seemingly trying to fight off some disease caused by his old age.

*Malicia Grim introduces herself to Maurice and the boy Keith*

The girl in black takes **Maurice** and the boy to her home, and tells them that her father is the town's mayor. She talks about the food rationing as a result of the rat infestation, and how this has destroyed the town's bustling tourism industry. **Maurice** asks her for her name, and she tells him it is **Malicia Grim**. The boy reveals for the first time that his name is **Keith**, and that he was an orphan raised by the Ankh-Morpork Guild of Musicians.

*Malicia Grim immediately works out Maurice's scam*

**Malicia Grim** tells **Maurice** that she has a fairly comfortable life as the mayor's daughter, but for the strict rationing of food. **Maurice** notices **Sardines** rappelling down from the kitchen roof behind **Malicia Grim**, and tries desperately to signal for a retreat. **Sardines** gets caught in a trap, and is rescued by **Keith** just in time for the spiky jaws to snap shut. **Malicia Grim** connects the dots, and theorizes that the intelligent rats are a part of the scam being perpetrated by **Keith**, with help from **Maurice**.

*Sardines talks about how unusual the town is compared to all their previous venues*

**Sardines** remarks on the curious absence of native rats in the town, and **Malicia Grim** asks him if he is excluding his own clan of intelligent rats from the count. **Malicia Grim** hears **Sardines** talk about the local rats in all the other towns they go to, and of how they can be made to comply with **Maurice's** plan. **Maurice** points out that the rat-catchers have been passing off shoelaces as rat tails, with a story about the plague acting as a safeguard against close examination.

## Chapter 2

### *Darktan receives bad news during one of his trap defusal demonstrations*

Darktan demonstrates a tricky trap defusal to the novices in his squad, with Nourishing quickly realizing she is out of her depth when it comes to remembering the intricate details of each model. Darktan pencils in the trap on his map, as he receives reports of the local mundane rats lying dead next to the poisoned food in the tunnels. A runner from the urination squad runs to Darktan with reports of a new model of trapped one of his squadmates.

### *Malicia Grim proposes a raid of the rat-catchers' shed at night*

Malicia Grim tells Maurice and Keith that her father has received a lot of complaints from the townsfolk regarding a fresh wave of rats, and has sent for the two rat-catchers. She suggests breaking into the rat-catchers' shed and learning about the fake rat-tails that they are using to abuse the bounty that has been declared.

### *Darktan observes the advanced trap after one of the scouts dies to it*

Darktan comes to the new trap, and notices the others in the squad wondering what happens to the self after death, and mumbling something about the Death of Rats ready to take them to the afterlife. He warns them not to venture further into the tunnel with the sophisticated trap, and wonders why there is so much more poison than live local rats.

### *Darktan comes up against a new kind of paralytic poison in the tunnels*

Darktan returns to the tunnel hub, to be dragged to be shown another rat that has died to a new poison that causes paralysis. He asks for a live trap to be brought so that it can be euthanized, and is exasperated when news comes of a live native rat being spotted after many days searching under the town.

### *Malicia Grim picks the lock of the rat-catchers' office*

Malicia Grim leads the way through the city streets to the rat-catchers' office, which is heavily padlocked. She takes out a bent hairpin from her bag of tools, as Maurice watches on in fascination. She manages to pick the lock before he can finish his statement about how this was a real-life lock, and not one from her fairy tales.

### *Hamnpork lets Darktan deal with the new trap*

Hamnpork and the other leaders let Dangerous Beans interrogate the native rat, as Darktan recalls smelling a large population of rats close to the place where it was found. Hamnpork decides not to strike against Dangerous Beans for suggesting they keep the native rat as a pet, and lets Darktan dictate the strategy for the expedition into the hidden rat farm. Peaches and the other senior rats are surprised that Hamnpork is so diplomatic all of a sudden, in contrast with his animal instincts.



*Keith falls through a secret trapdoor in the rat-catchers' shed*

**Malicia Grim** insists on finding a secret passage inside the rat-catchers' shed, and tries to lean on the walls hoping to trigger some sort of secret switch. **Keith** wanders the shed, noticing that the sugar was being stored right next to the rat poisons, until he runs into a small rat-hole in a wall. **Malicia Grim** pulls a lever inside the rat-hole, causing **Keith** to fall through a trapdoor.

*Darktan remains cautious in tracking down the rat-farm*

**Darktan** uses one of the few remaining mechanical rat toys to scout a tunnel leading to a wide drainpipe. The toy gets caught in a trap, and **Hamnpork** starts to lose patience with the slow pace of the expedition. **Darktan** points out that the warn tunnels are used to pump geothermal water to the town's baths. **Hamnpork** smells some poison, and agrees with **Darktan**'s suggestion to let another native rat run away when it sees them coming.

*Darktan and Hamnpork prepare to scout the rat-farm*

**Darktan** takes out a small spike crafted for him by **Keith**, and points out the sword that was in the picture book of animal stories that they had stolen shortly after Awakening. **Hamnpork** insists on being part of the vanguard, anxious to prove his dominant position in the clan to potential challengers like **Darktan**.

*Keith and Malicia Grim explore the underground cellar stocked with food*

**Keith** falls on some sacks of grain, and points out a ladder for **Malicia Grim** to use as she looks down through the trapdoor. **Maurice** tries to make sense of the hoarded food in the cellar, and how the rat-catchers seemed too dumb to pull off such an elaborate scam. **Malicia Grim** is convinced that the rat-catchers have simply killed off all the rats and hoarded the food for themselves.

*Keith is reunited with Hamnpork and the rat leaders in the rat-farm*

**Keith** wonders why the shed has lots of wire-netting, given that dead rats do not need to be caged. **Maurice** runs into **Sardines** scurrying out of a door at the other end of the cellar, talking about some evil thing that requires all of them to come look. **Peaches** and **Dangerous Beans** watch most of the exploring rats run past them as they flee the cellar. **Hamnpork** and **Darktan** stay in the rat-farm, as **Keith** breaks down the door to let in **Malicia Grim**.

*The rat catchers enter the rat-farm, and confront Keith*

**Maurice** hears someone coming down the ladder and tells everyone to run for their lives. He runs into a small drain-pipe in the darkness, as the rat-catchers confront the two kids. **Malicia Grim** accuses them of hoarding the town's food supply, and asks them who their boss is. They knock her out after getting tired of her chattering, and turn to **Keith**. After **Keith** tries and fails to hit them, he is left with a broken flute and bleeding lips.

*Maurice watches the rat-catchers deal with Hamnpork*

Maurice watches the rat-catchers grab Hamnpork when he tries to save Keith, and take him to the special cage full of hardy cannibalistic rats. Hamnpork manages to summon his inner rage to keep the few remaining rats wary, and the rat-catchers wonder how he will do at the nightly rat-hunts where other rat-catchers set their terriers against hordes of rats.

*Maurice struggles with a disembodied voice of a rat God*

Maurice listens to the rat-catchers talk about some expensive rat-piper that the mayor is due to hire soon, as a mysterious force causes them to suddenly find it a good idea. He watches the rat-catchers drag the children out of the rat-farm, and is left to find a way out through the dark tunnels. He listens to the same disembodied voice asking him who he is, and turn hostile when it realizes he is a cat.

*Maurice narrowly escapes the rat terminators hunting him down*

Maurice manages to resist the hypnotic voice long enough to crawl into an underground sewage pit that leaves him caked in fermented mud. He figures out that the voice can see through his eyes, and shuts them. He leaps onto the roof using a collapsed beam, and manages to avoid the rat terminators trying to hunt him down since his own scent is masked by the sewage.

## Chapter 3

# Glossary

**Bill Door** b. *see also* **Death**

**Buddy** b. *see also* **Imp y Celyn**

**Cliff** b. *see also* **Lias Bluestone**

**Dangerous Beans** b. 439–442

**Daphne** b. *see also* **Blouse**

**Darktan** b. 440–442

**Death of Rats** b. 441

**Deep Bone** b. *see also* **Gaspode**

**Eddie Brassbound** b. *see also* **Startford**

**Enrico Basilica** b. *see also* **Henry Slugg**

**Exorbit Clamp** b. *see also* **Owlswick Jenkins**

**George Aggy** b. *see also* **Worshipful Master**

**Hamnpork** b. 439–443

**Jade** b. *see also* **Carborundum**

**Kaos** b. *see also* **Soak**

**Keith** b. 440–443

**Ladyship** b. *see also* **Margolotta**

**Lily Weatherwax** b. *see also* **Lilith de Tempscire**

**Malicia Grim** b. 440–442

**Maurice** b. 438–443

**Nourishing** b. 441

**Oliver Perks** b. *see also* **Polly Perks**

**Peaches** b. 438–442

**Ronald Rust** b. *see also* **Lord Rust**

**Rosie** b. *see also* [Rosemary Palm](#)

**Sardines** b. 440, 442

**Spike** b. *see also* [Adora Belle Dearhart](#)

**Supreme Grand Master** b. *see also* [Lupine Wonse](#)

**Unity** b. *see also* [Myria LeJean](#)

**Verence II** b. *see also* [Fool](#)